James Garner

>_ FULL STACK DEVELOPER 🖋 DESIGNER 👼 OPEN SOURCE HERO

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ADDRESS 4 Slaidburn Drive, Lancaster, LA1 4QX, Lancashire, UK

EMPLOYMENT HISTORY

JUNE 2014 -SEPTEMBER 2014 DataCentred Ltd., MediaCityUK, Manchester

Cloud Platform Intern on the DevOps team. I created a customer facing Support Tickets web application with Ruby on Rails and AngularJS which reflected the company's JIRA installation in real-time. I mastered source control and learnt to love agile development. I also represented DataCentred at the Greater Manchester Data Dive and was described as "our awesome intern".

JUNE 2013 - MAY

NextWorldWeb Ltd., InfoLab21, Lancaster

Summer intern at Next World Web before gaining private employment for 10 months. I stopped working at Next World Web so I could work full time at DataCentred.

As an intern, I moved a large e-commerce website to Object Orientated PHP (CakePHP). In private employment I moved custom websites to CakePHP, WordPress & CS-Cart frameworks and automated moving websites to WordPress.

2007 - PRESENT

Invisionsoft / jadaradix design + systems

I've developed the software 'DS Game Maker' since 2007 — it's now open source. I sold over 1,500 serial codes and 350 physical 'Homebrew Kits'. It was adopted at American summer camps and I sold site licenses to schools. This was a .NET and C project with an on-line community (I got fanmail).

When I turned 17, HTML5 was emergent so I worked on a new project called 'Dark Flow', a cross platform/HTML5 game maker with 4 friends. The games ran on PC via .NET and the web/mobile devices via HTML5. It was also commercially successful; we sold to the education sector and ran game making workshops. I mastered customer service and international laws & customs through these projects. I've also done paid freelance work for clients including Astute Motoring, HiFi Design, Timberland Sheds and The Nail Spa.

PERSONAL DEVELOPMENT & SKILLS

SKILLS:

▶ Web

ADVANCED

node.js, AngularJS, HTML5, Responsive Design, .NET (Visual Basic, C# & Mono), jQuery, Sass, Grunt

SKILLS:

▶ Web & Desktop

PROFICIENT

Git, OO JS, LAMP Development (OO PHP), Ruby on Rails, Templating (Jade, Haml), Accessibility

▶ Other

C (Nintendo DS & PowerPC), UNIX SysOps, Graphic Design

SKILLS: LEARNING

▶ Web

Testing (TDD), Continuous Integration, Typography

- LANGUAGES English (Native)
 - ▶ German (Fluent)

SOCIETIES President of The Computer Science Society, 2014 — present.

Previously Webmaster and Social Secretary, 2012 — 2014.

- ▶ Publicity Officer of the LGBTQ* Association, 2013.
- ▶ Member of the Badminton Society, Music Society and the Lüdenscheid-

Brighouse Gesellschaft twin town society.

FOR FUN

▶ Bell ringing, Grade 4 Piano and collecting "I ♥ (...)" t-shirts. I exchange with Germany every year and I've exchanged with Poland independently — I love Europe.

PROFESSIONAL DEVELOPMENT

TALKS GIVEN

JANUARY 2014

Deep Data Penetration: Facebook Data Analysis

For The Computing Society: "What does your Facebook say about you? I will show how we can leverage the power of Computer Science to learn about our own everyday on-line interactions."

NOVEMBER 2012

Nintendo DS Homebrew

For The Computing Society: "From UNIX to ARM: Compiling C programs for Nintendo platforms"

CONFERENCES, HACKATHONS & NETWORKING

OCTOBER 2014

Hey girl, let's talk about UX and Gender

Skype, London. "We've been having a think about what it means to create inclusive designs and work in a diverse team. How is gender identity important (or not) to modern users and what is it anyway?"

JULY 2014 Greater Manchester Data Dive

Manchester; Team of ~8. Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights that could aid the local community via statistical analysis and heatmapping.

APRIL 2014

◯ InfoLab21 Showcase

Lancaster. Presented my research poster "Geosocial Networking Security and Facebook Semantic Analysis" alongside PhD students. My research looked at the reverse engineering of Grindr ('Stalkr') to automatically find users' locations. I also wrote a framework for analysing Facebook personal archives (to create a common private social graph).

MARCH 2014

Hack Smart Streets 2014

Lancaster; Team of 4 and 'Most Commercially Viable' Prize winners (£1000). Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm.

AUGUST 2013 EE LeedsHack 2013

Leeds. Team of 3 and First Prize winners (4 Apple TVs). Developed HTML5 mobile augmented reality game 'Pacman City'.

JULY 2012 EedsHack 2012

Leeds; Team of 3. Developed real-time Tower Defence game 'Maps Attax' with the Google Maps API.

COMPUTER SCIENCE BSC (HONS) (EXPECTED UPPER 2ND)

2012 – 2015 Eancaster University, UK

YEAR 3 STUDIED Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced

Internet & Mobile Applications; Media Coding & Processing; Security and Risk

YEAR 2 STUDIED Operating Systems & Concurrency; HCI & Heuristics; Networking; Software Design;

Professional Issues (Data Analysis, Legalities, Project Planning/Reporting); Functional

Programming (Erlang/Python); Teamwork HTML5/Android development

COMPUTER SCIENCE 1ST YEAR (1ST)

2012 – 2013 E Lancaster University, UK

Algorithms & Efficiency; Databases; Digital Systems (Mathematics, Assembly, Compiling,

Debugging)

GERMAN STUDIES (ADVANCED) 1ST YEAR (UPPER 2ND)

2012 – 2013 E Lancaster University, UK

STUDIED German 20th Century Culture, History, and Society; Researched Paper 'Die Folgen der

Veränderung der deutschen Sprache' Grammar; Discussion

ACADEMIC &

Prof. Geoff Coulson (2012 - 2014, Head, School of Computing and PERSONAL Communications)

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PROFESSIONAL

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